**The Game of *Trash* People**

**Outcomes:**

EN4-1A, responds to and composes texts for understanding, interpretation, critical analysis, imaginative expression and pleasure

**Audience**  
Year 8, motivated by assessments, but love having fun. Motivated by popular culture, stories, comedy and rewards.

**Time**

3 periods

**Game components**

Components used:

* Constraints (learning outcome)
* Emotions (anticipation, hopefulness, expectation)
* Progression (point system)
* Relationships (group work game)
* Challenges (see below for explanation of the two 'rounds)
* Competition (point system)
* Feedback (existing in Round 1)
* Resource Acquisition (gathering quotes)
* Rewards (stationary prizes); Win states (highest points)

**Explanation of Game:**

Students are to choose a character in the novel *Trash* by Andy Mulligan – either Rat, Raphael or Gardo.

**Lesson 1**

**Round 1**

Students are to play this round in groups of three. In this round students will be given 30 minutes. In this time they are to search the novel for quotes that describe this character (i.e. quotes that build the characterisation). Teacher to visit all groups to provide feedback. They will be allowed to submit 4 quotes of no more than 60 words each. These are to be posted onto Piazza via Canvas (online learning system) to a forum discussion using pseudonyms. The quotes will be read to the class and viewed on the screen by the teacher. Every other student then (anonymously) scores the relevance of the quotes to the characterisation of that character out of a scale of 1-10. The total figure is that pair's point score.

Winners of round 1 receive prize (High quality stationary). Runners up receive minor prize (lower quality/cost stationary).

**Lesson 2 & 3**

**Round 2**

For this round, each group of three will join with another group of three. Choosing a character, students are to creatively demonstrate the emotions developed in the reader through the language of the characterisation contained in the quotes from the previous round. This could take the form of a short drama, a pictorial/symbolic representation, a short film. Students will only have one lesson to complete this. Students must not only convey the emotion but describe how the language used in the quotes constructs that emotion in the reader.

At the end of each representation, each other student will score the students on the level of enjoyment of their representation. The teacher will score each group on the degree to which they connected language with their emotion. These combined scores will determine the winning group.

Winners of round 2 receive prize (high quality stationary). Runners up receive minor prize (lower quality/cost stationary).

**Fun Check**

Round 1 is more serious fun – gaining of the points through finding appropriate quotes has an element of fun to it, but it's not silly or humorous.

Round 2 is more Social and Easy Fun. This is because it involves adding in an 'entertainment' element to the point rewards. This will result in students working together to create something enjoyable for the rest of the class.